

HERO QUEST

Inn of Chaos



A Group Quest

Setting up the Map

Unlike other Quests, this adventure does not take place in a dungeon. The inn is a two story building in a clear yard. The grey areas on the map are outdoors, ignore all walls in those areas. When the Heroes move upstairs, set up the upper floor in the top right area of the board. The Heroes begin on the ground floor squares marked with their icons.

This Quest can be played as a single adventure or as part of a campaign.

Inn of Chaos

"After five days of marching, your band of Heroes happily sight the Inn of the Weary Traveler, an isolated building on the foothills of a mountainous region at least one week's march from the nearest human settlement. It is the only place where traveler may rest in comfort on their way through this region and the inn is renowned for its good food and service. Smoke rises welcomingly from its central chimney. You are all tired from your travels and look forward to a good hot meal, some drinks and a comfortable night's sleep in a bed.

Your happiness soon turns to a sense of unease as you move closer to the inn. No sound can be heard in its vicinity, whether made by birds, animals or people – there is not even any wind! Close to the inn are some wooden outbuildings and a walled pond with a stone jetty. The inn itself rises to two stories and is built with strong stone walls and a tiled roof with only one stout wooden door at the ground floor

level. This is a building meant not only to withstand the harsh winter weather, but also to throw back a modest assault by some of the lesser monsters spawned by Chaos. The door, however, is wide open.

Just three days earlier, a Chaos Sorcerer pretending to be a traveling merchant and accompanied by six henchmen (actually Chaos Warriors) gained entrance to the inn and murdered the innkeeper and his wife. The Chaos Sorcerer turned the bodies of the innkeeper, his wife, their daughter and a servant into zombies. He then animated four human skeletons from bones which he had previously dug up in a distant graveyard. These eight monsters form the beginnings of an undead army which the Chaos Sorcerer wishes to build in order for him to rule the surrounding territory for himself. The Chaos Sorcerer and his minions are now lying in wait for the Heroes whom they have spotted walking towards the inn."

NOTES:

- A STABLES:**
There are no living animals inside, but the bodies of two horses have been skinned and cut up for food
- B**
- C TOOL SHED:**
The tool rack (use a weapons rack piece for this on the board) contains a pitchfork which can be used by the Heroes as if it were a spear.
- D OUT HOUSE:**
This is a very smelly room with a woodworm-infested toilet in the middle of it. If a Hero sits on the seat, it collapses into the pit below; treat it as a Pit Trap.
- E WALLED GARDEN:**
This contains a few rows of cultivated vegetables and fruit bearing plants which were used by the innkeeper and his wife to cook meals for visiting travelers.
- F POND:**
Use double blocked square tiles to indicate the area of the jetty. The pond is full of fish which were bred by the innkeeper as food.

THE INN: Ground Floor

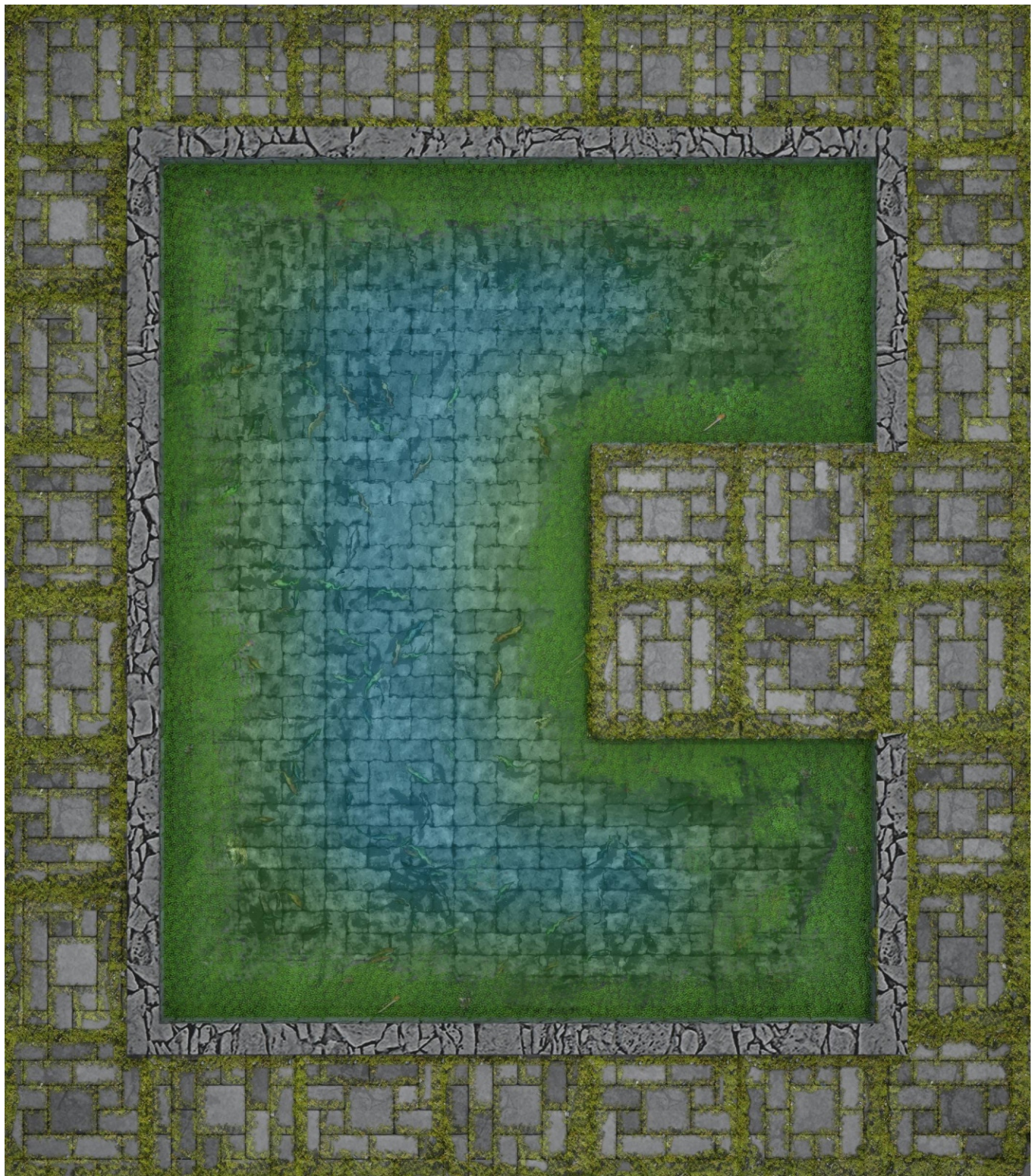
- G MAGIC TRAP:**
A roaring fire burns in the large fireplace in one side of the room. When a hero steps on the square just in front of the door beside the fireplace, the entrance door to the inn magically slams shut while the doors to the rooms containing the zombies and the skeletons open. These monsters will attack the Heroes during Zargon's turn. Only the Wizard or the Elf Hero will discover the existence of the trap if either searches for traps in the room.
- H STORE ROOM:**
The cupboard contains forty bottles of wine worth 1 Gold Coin each and four casks of strong beer each with a value of 5 Gold Coins.
- I CONCEALED ROOM:**
The first chest contains twenty-one bottles filled with liquid. If the Heroes

examine each bottle more closely, twenty of them will be found to contain wine, while the other holds a magical green potion. Instead of attacking, a Hero who drinks from this bottle during combat will regain up to 3 Body Points. This bottle will only be found if the Heroes examine all the bottles in the chest. The bottles of wine are worth 1 Gold Coin Each, while the potion (if not used by the Heroes) is worth 50 Gold Coins.

- J RACK:**
The two Chaos Warriors here are trying to turn an old bed into a torture rack. One of its levers still has to be put on before the rack will work (place one of the levers of the rack on the floor of the room to show this). Also in the room are three chests, one of which contains treasure while the other two hold different types of food, such as salted meat and apples.

THE INN: Upper Floor

- K WEAPONS RACK:**
This holds two spears which may be used by the Heroes.
- L GUARD ROOM:**
The cupboard contains old and worn backpacks and sacking used by the Chaos Sorcerer and the Chaos Warriors while traveling. A pouch containing 10 Gold Coins lies among them.
- M CHAOS SORCERER'S LIBRARY:**
Place two skulls on the top of each bookcase. Any Hero who searches for treasure in this room will be attacked (on Zargon's turn) by 1d6 magical skulls which keep appearing and disappearing. These skulls attack with 2 Combat Dice (the Heroes may Defend normally) but are either too numerous, or disappear too quickly, to kill. Heroes can only evade them by leaving the room. However, the skulls will not follow the Heroes out of the room.
Heroes will find the following treasure just before the skulls attack. The treasure includes a bottle of clear liquid that is marked as a Potion of Resilience. A Hero may drink it at any time. The Hero may then roll 2 extra Combat Dice in Defense when he next Defends. However, it can only be used once in Defense. There is also an old dusty scroll of parchment which has the spell *Swift Wind* written upon it. This spell may be used only once by either the Wizard or Elf Hero. It may be used as a second *Swift Wind* spell if the Wizard or Elf Hero already has it.





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Maps & Icons generated with HeroScribe

By: Greg Frewer © 1996

Originally published in Adventures Unlimited Magazine #5

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